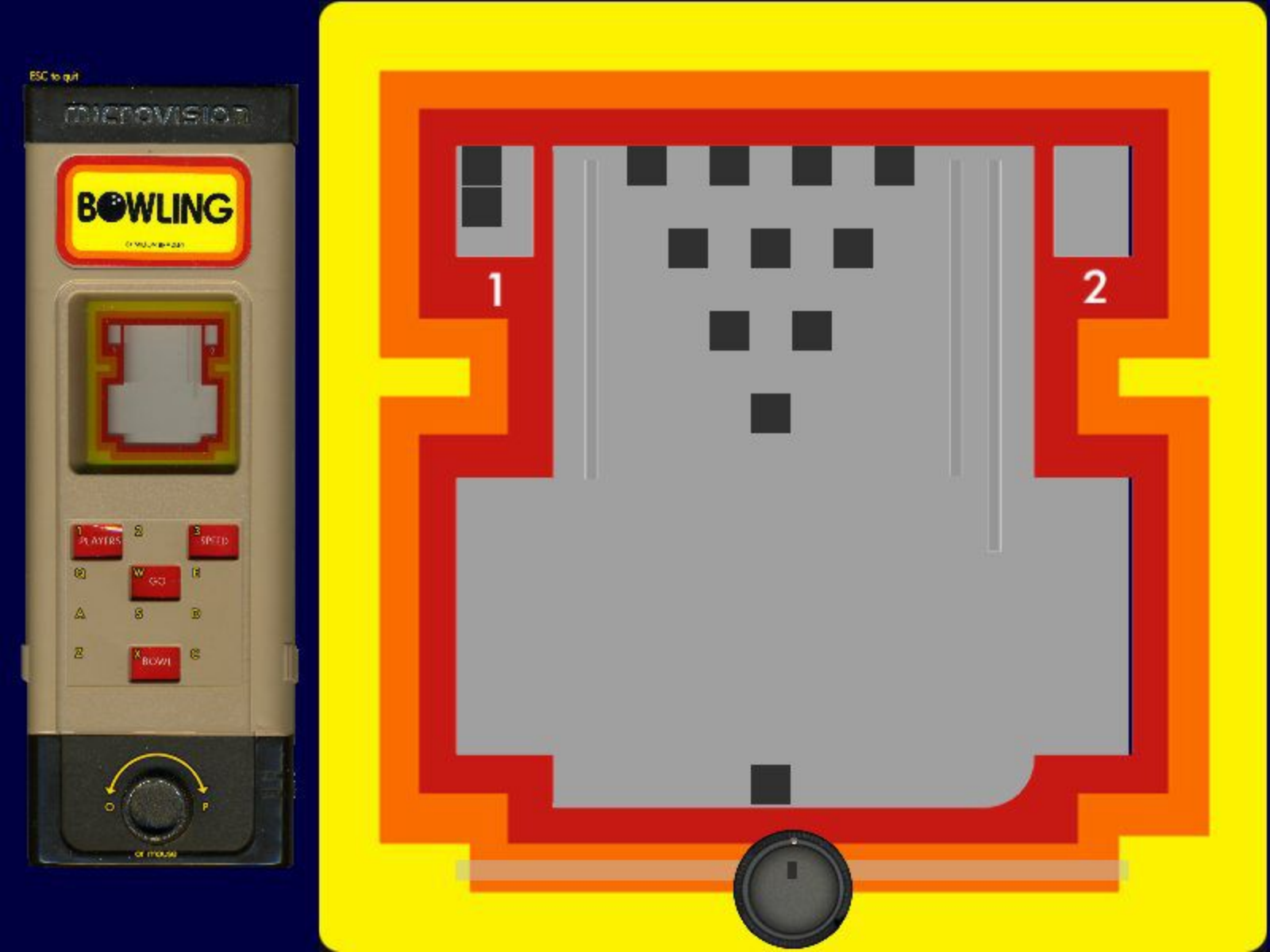

ESC to quit
MICROVISION
BOWLING
1 PLAYERS
2
3 SPEED
Q
W GO
E
A
S
D
Z
X BOWL
C
O
P
1
2

90 DAY LIMITED WARRANTY
ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

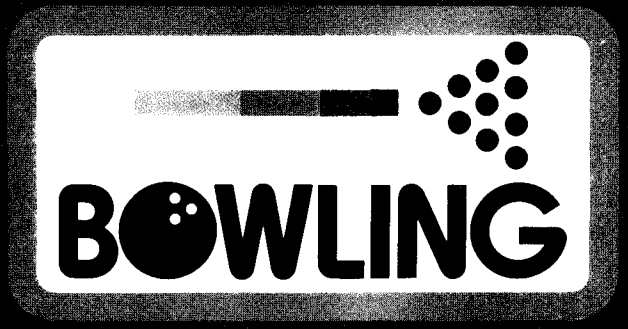
Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105



MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

BOWLING

Try to avoid gutterballs as you aim for strikes and spares in this challenging sports game.

1. Slide ON/OFF switch up to ON.The option selection screen appears.
2. Press PLAYERS to select the number of players (1 or 2).
3. Press SPEED to select the speed of the ball across the screen (Fast or Slow)
4. Press GO to see the frame number.
5. Press GO to set up the pins for the first frame. The ball appears on the screen.
6. Press BOWL to throw the ball down the alley when you think it is in the best position to knock down the most pins.
7. You'll see the ball knocking down the pins.
8. When the ball returns to you, press BOWL to release the second ball. If you got a strike on your first ball, you won't get a second ball unless you're playing the 10th frame. When you get a strike with your first ball in the 10th frame, you get two additional balls to score extra points. When you get a spare in the 10th frame, you get one additional ball.
9. Your score appears on the screen after all the balls for the frame have been bowled. A plus sign (+) indicates that you have bowled a strike or a spare and that points from your next ball or balls will be added to your score for this frame.
10. Press GO to see the frame number and status. A slash (/) indicates that you have bowled a spare in the previous frame. An "X" indicates that you have bowled a strike. Two "X"s indicate two strikes in a row.
11. Scoring: You get one point for every pin you knock down plus bonuses for strikes and spares. A spare is scored when you knock down all 10 pins with both balls. For a spare, you get 10 points plus the number of pins knocked down by the next ball. A strike is scored when the first ball knocks down all ten pins. For a strike frame, you get 10 points plus the number of pins knocked down with the next *two* balls.
12. Press GO again to reset the pins.
13. You'll hear a signal at the end of the game.
14. Press GO to return to the option selection screen.

Remember to turn the power off when not playing the game.

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